

FRAGILE GLASS



A Storytelling Adventure
System for
Mage the Awakening

FRAGILE GLASS



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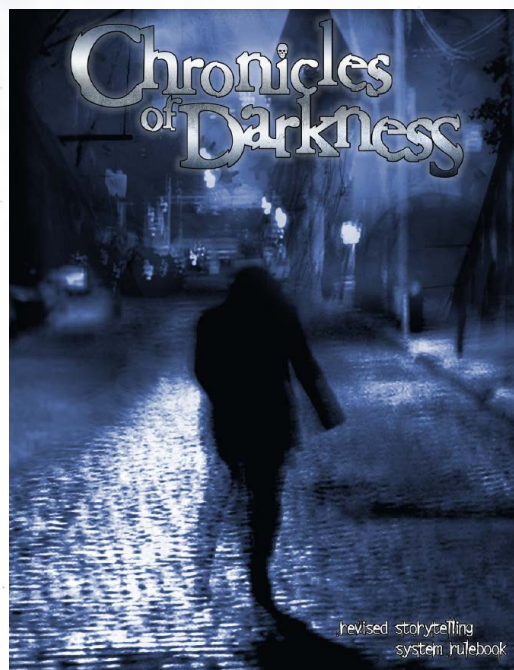
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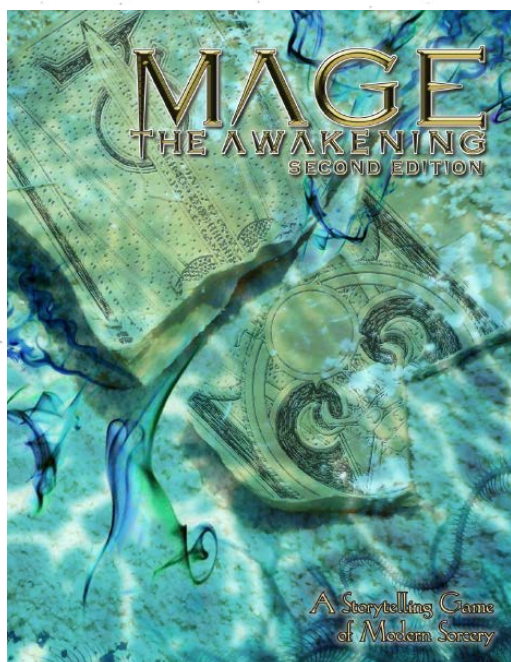
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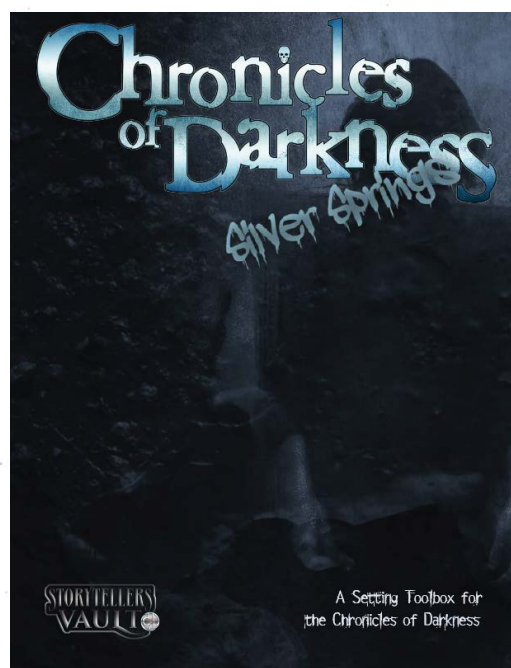
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Requires the use of the
Chronicles of Darkness Rulebook



Requires the use of the Mage
the Awakening Rulebook



Use of Silver Springs is suggested



VÄSTGÖTAGATAN 5
SE-118 27 STOCKHOLM
SWEDEN

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Introduction

Awakenings are meant to be celebrated, according to most Awakened society; when a Sleeper sees past the Lie and can comprehend the Supernal Truths, the Pentacle seeks to welcome them with open arms. It might seem strange, then, to someone from another Consilium looking in that the local Awakened are anxiously tracking the Awakenings within their territory, almost as if hoping to stop them.

Within the past two months, nine Sleepers Awakened, all within days of each other. Since then, the Guardians of the Veil have been able to determine that the newly Awakened shared only one thing in common: before their Awakening, they all encountered something supernatural in origin, and were made to forget about it by some force or another. It isn't unheard of for an Awakened mage to be a Mystery unto themselves, but it is rare.

This is the story of those Mysterious mages.

What's Inside

This adventure is broken down into three main sections:

In this **Introduction**, storytellers will be provided with the background of the story to be told, complete write-ups of the Storyteller characters, and notes on how to include this adventure within an ongoing chronicle or run it as a one-shot.

The **Scenes** of the adventure is where the heart of the story lies. Not all scenes have immediate preceding or follow-up scenes; these scenes can be completed in any order, and the story won't be affected negatively because of it. A scene flow chart has been provided to help storytellers plan to tell this story.

The **Character Records** at the end of the adventure are a quick-reference resource for storytellers to use. These can be used in place of or in addition to the full character write-ups, so long as the storyteller is familiar with the characters in question.

Treatment

In **Fragile Glass**, the player characters are newly Awakened mages tasked with investigating their own Awakenings. The Guardians of the Veil have already determined that those involved in this Mass Awakening were all investigated earlier in their lives for having some run-in with the supernatural, giving the characters common ground to start with.

The group will soon learn that they share more in common than just their brief histories with the supernatural. Before they Awakened, all of the player characters were being courted by the same woman: this woman went by similar but different names - E, Eve, Evie, Eva - and had been a persistent presence in the player characters' lives for a few weeks before their Awakening. Tracing their footsteps through the past several weeks, the group will learn of the most important thing they all have in common: a visit to an antique shop days before their Awakening.

As they search for the woman with many names in an attempt to get answers from her, they discover that this woman is a Seer of the Throne, which should come as a surprise, seeing as how the Exarchs that the Seers worship wish for Sleepers to remain subject to the Lie so that their positions in the Supernal Realms aren't threatened. The Woman tells the group that the antique shop wasn't the key - it was a porcelain doll in the window of the shop. As characters attempt to make their way to the antique shop, they are attacked by followers of other Exarchs that have begun catching on to this plan.

The group will eventually make their way back to the antique shop to study the doll in the window, investigating the Mystery until its purpose becomes clear to them. The player characters, who at this point know a little about the Exarchs just from talking to The Woman, discover the true purpose for their Awakening: to ascend to the Supernal Realms and usurp the thrones from the Exarchs.

A Chapter in Your Chronicle

This adventure could easily be used as a stand alone one-shot, but the events in this adventure could just as easily be used as the start of a chronicle, or woven throughout an ongoing chronicle. As this adventure was designed with the fictional location of Silver Springs in

mind, several of the characters and plot points have already been set up and seeded before the events in this adventure begin. This could be used to leverage the players' attachment to the events and characters involved in the story. If you plan to use this adventure in another city, and you don't already have the relevant statistics figured out, feel free to use those provided here and replace whoever you need to with the stat blocks provided.

Background and Set-Up

Before this adventure begins, a few important things have already occurred in Silver Springs, or whatever city the mages call home. Mage characters know of these events, and don't have to roll in order to discover the information. Ideally, storytellers find a way to give this information in game, as interrupting the narrative can make the scenes less effective.

- The characters aren't the first to Awaken en masse. There have been two previous groups of nine Sleepers; more than half from each group failed the Awakening, and haven't shown signs of a second. The player characters are part of the only group where all nine Sleepers successfully Awakened.
- The Consilium has determined that there is a break of time between when one group of Sleepers is part of a mass Awakening and when another is. As far as the Consilium has been able to deduce, nine is an important number when it comes to dealing with the mass Awakenings - they just aren't sure why.

Backstory

This is the story of Evelynnn, a woman who is not a woman at all.

Over a millennium ago, when William of Normandy defeated the last Saxon king at the Battle of Hastings, Evelynnn was created by one of the lesser, unknown Exarchs. She had a different name then, one she's chosen to forget time and time again. It was a name she shared with her lover, another created in the same likeness as the Exarch that placed her in the Fallen World. The two walked the earth together, hunting those that would dissuade their Exarch's followers from worshipping them.

By the time that the European countries had established the slave trade, Evelynnn and her lover had dismantled more Pentacle cabals and opposing Seer ministries than either of them could keep track of. The unnamed Exarch was content to let its Ochemata move across the world, keeping those that would threaten its followers at bay. At this point, existence was more complicated than just hunting and fucking - Evelynnn had learned about emotions and passions, and found that she had those of her own.

Shortly after John F. Kennedy was assassinated, the Exarch cancelled the spell that gave Evelynnn's lover life, as

most of its enemies had been killed or had remained in hiding. Evelynnn's lover went, as there was nothing that either of them could do, and Evelynnn soon learned that she could feel another human emotion: rage. She vowed to spend whatever time she had left in the Fallen World working to dismantle the Exarchs, one by one, until there was no one left to create and destroy Ochemata on a whim.

Now, Evelynnn spends her days among the Seers of the Throne. Publicly, she claims to be a follower of The Eye, and those who know enough about her - which is to say, very little - know her to follow the tenets and beliefs of The Eye perfectly. Privately, however, she follows none of them - especially not her former Exarch. She isn't sure how much time she has left, or why the Exarch that created her doesn't simply cancel the spell animating her. She suspects that none of the Exarchs, including the one that created her, expect her plan to work; Exarchs often ignore those things they find beneath them.

Evelynnn placed the doll in the antique store as both a plan and a rebellion. She's intelligent enough to know that any plan to replace the Exarchs is going to draw their attention. On one hand, she hopes that she'll infuriate her former Exarch enough that the Exarch will send her lover after Evelynnn. On the other hand, she hopes that by eliminating the other Exarchs and creating space for her creator to move into a Greater position, that she'll earn the Exarch's forgiveness, and perhaps even her former lover as a reward.

The Window Doll

This porcelain doll sits in the window of Golden Era Antiques, the antique store that every one of the recently Awakened mages passed by before their Awakening. It's crafted in the likeness of a Victorian male, with faded features and repatched clothing. This artefact has been created by an Ochema with archmage-like power, and uses Imperial magic in order to force Awakenings in those who meet certain conditions.

Opacity: 10

Arcanum: Prime, Fate

Age: Roughly two centuries

Power Level: Most closely linked to the Imperial Practice of Transfiguration

- Characters feel the weight of entropy and can't ignore the sound of something eerie and whisper-like whistling into their ears.
- The doll is a Supernal artifact bestowed with complex magic. It constantly emits a pulsing beacon in the form of Shifting the Odds, drawing those who have brushed against the veil to the doll.



This is cast as a Hung Spell, beginning when its previous targets have failed their Destiny (see below) and stopping once all nine are Awakened.

- Once the person the doll has drawn to them lays eyes on the doll, they are affected by Imperial magic that inflicts them with the Obsession to 'Discover the Truth', and rabidly pursue any and all stimuli likely to trigger an Awakening.
- These newly Awakened mages share one important Destiny in common: Replace the Exarchs. Attempts to determine if the new mages have a Destiny are abnormally difficult, and even those who succeed find nothing extravagant or telling. The mages have had their destinies granted and hidden by powers similar to Forge Destiny and Fabricate Fortune.
- The doll is most certainly the source of the phenomena, though it has the potential to influence people all over the city to come walk by its window. Its Hung Spell will keep repeating the cycle indefinitely, unless the magic in the doll can somehow be neutralized.
- The creator of the artifact is significantly stronger than almost anyone who will study this Mystery. Only the oldest of archmages, if they exist at all, might even come close to the strength of the phenomena's origin.
- Using Prime Sight to assess this Mystery reveals something akin to a Supernal force, only alien and twisted. Using Fate Sight will give the player a sense of how grand the forged Destinies are, even if they can't immediately see what those Destinies are.

- Dropping the Opacity to 0 allows any Fate mage who did so to sense when those affected by the forged Destinies are around, similar to how they might experience Peripheral Mage Sight. If they attempt to discern the mage's Destiny, they find that there's nothing hiding the true nature of it from them any longer.

Opacity 10?!

Contrary to how Scrutinizing a Mystery with multiple people normally works, the number of people jointly Scrutinizing the window doll makes an extremely notable difference. Rather than increasing the Opacity or presenting other complications while Scrutinizing, the Opacity for the window doll is lowered by two for every additional person Scrutinizing the Mystery. As the window doll is what caused all of the mages in the player group to Awaken, their Nimbi are infused with bits and pieces of the window doll's Mystery, allowing them to come together as one unit in order to study the Mystery more thoroughly.

The Set-Up

In this section, you'll find information on how to get this adventure set up, including information on those interested in the Mystery and why they might be so keen on investigating it.

The Patron

Within the Consilium, there are several individuals and organizations that all have an interest in the mass Awakenings. It's likely that the player characters are not from the same Order, and may have conflicting motivations when it comes to tracing their Awakening back to its catalyst.

- **Adamantine Arrow:** Whatever is causing Sleepers to go through Awakenings is an affront to everything the Adamantine Arrow believes in. In their eyes, if the catalyst for change didn't come from within, then it might as well not have come at all. They believe that whatever force is behind the mass Awakenings is a sinister one, hoping to enslave the masses it Awakens. The Arrow wants to find the source of the mass Awakenings, and figure out how to keep it from interfering with the natural order of things.
- **Free Council:** Whatever is causing the Sleepers to go through Awakenings is of the utmost curiosity to the Free Council, who continuously look for ways to incorporate Supernal Truths into everyday occult practices. Their hope is that whatever is behind the mass Awakenings can be used in a safe and productive way - or, at the very least, that its effects can be replicated in a more controlled environment.
- **Guardians of the Veil:** Whatever is causing the Sleepers to go through Awakenings is dangerous, according to the beliefs of the Guardians. Those who go through their Awakening without proper observation and tracking could lose themselves to their Pride and risk strengthening the Abyss through their ignorance. The Guardians want to find whatever this catalyst is, and keep it away from those who may not yet be ready to conceive what hides beyond the Lie.
- **Mysterium:** Whatever is causing the Sleepers to go through Awakenings is a Mystery to be solved and knowledge to be had. The Mysterium thinks of the events as neither good nor bad, but simply opportune. Never before has the Order had so many opportunities to study Awakenings and what might lead to them. The Mysterium doesn't know what answers it will find, but it knows that having the catalyst within their control will at least start them with the right questions.
- **Silver Ladder:** Whatever is causing the Sleepers to go through Awakenings is a blessing in disguise to the

Ladder. They believe that Awakening is the right of every human, and want desperately to get their hands on whatever the catalyst is in order to expose it to as many people as possible in a controlled environment. They realize that the other Orders might destroy or hide the catalyst away, and the Ladder wants to get their hands on it first, if only to keep that from happening.

Motivations

What is it that motivates the group to investigate this Mystery? There is the fact, of course, that the order to do so came from the Hierarch herself, but there's likely more to the player characters than just being a yes-man.

- **Fame.** Silver Springs (or whatever city your chronicle takes place in) has been plagued with mass Awakenings for the better part of a year now, and no one has figured out what it is that's triggering them. Whoever manages to get some insight to the Mystery - or, daresay, solve it - would make a name for themselves within the Consilium and beyond. This Mystery has likely attracted attention from mages all over the country, if not the world.
- **Reward.** This Mystery has been plaguing the Consilium for months, and the Hierarch might be offering some sort of temporal reward to the player characters in exchange for their help in solving the Mystery. This could be anything from money to favors to secure buildings perfect for Sanctums.
- **It Is a Mystery.** If nothing else, this is a Mystery, and mages can't help but become obsessed with a Mystery when they encounter one. Player characters will likely take their Awakenings as Obsessions the moment they find out there's something strange about them - if not, then storytellers might suggest that they take it as an Obsession once the player characters are tasked with investigating the Mystery.

The Cast

Below is the collection of characters that appear in this adventure. Many of them are familiar faces in Silver Springs, and can be referenced in the Mage section of Silver Springs starting on pg. 89. If your chronicle takes place elsewhere, please feel free to use whatever information from the following characters to make this adventure work within your chronicle. If you already have your local Consilium figured out, feel free to replace the characters that appear here with those you already have stat blocks and backgrounds for.

Lailoni Wengert, Hierarch's Provost

Shadow Name: Break

Virtue: Attentive. Lailoni is quiet and perceptive, and pays attention to almost everything and anything around her. Whenever someone needs to be sure of the details, they come to Lailoni.

Vice: Secretive. Those around her tend to trust her less than her counterpart, as she seems less forthcoming with the things she knows than Oliver does.

Description: Lailoni has a rather exotic look to her, though she has no idea where in her family line it might have come from. Her black hair and almond-shaped eyes often lead people to believe that she's of Asian descent, even though she isn't. As someone still relatively young, she's conscious about the clothes she wears and the image she creates for herself. She's usually wearing the latest trends, and seems to be the first one to know when and where they'll be sold.

Storytelling Hints: Lailoni has the tendency to come off childish to those who don't know her well, due to her lack of concern regarding the future. When asked about the outcome of a situation, she's known to smile, shrug, and tell the inquirer that only Time will tell. In reality, Lailoni spends a significant portion of her morning - every morning - divining the future for herself, her closest companions, and the Consilium's most pressing matters.

Those who pay close enough attention to when she offers her answers realize that she only plays coy when the outcome someone is seeking isn't favorable. Lailoni doesn't like people to worry, and tries her hardest to only confirm good news; she hopes that by doing so, the morale and faith of the Consilium as a whole will grow stronger.

Oliver Harper, Hierarch's Provost

Shadow Name: Hunter

Virtue: Eager. Oliver often comes off like a lost puppy, as if he doesn't know where he's supposed to be. The reality is that he's just anxious to be of use in something, and eager to be involved.

Vice: Uncouth. Oliver is known for not separating his 'private thoughts' from his 'public thoughts', but this is one of the reasons that he was made the Hierarch's provost in the first place.

Description: Oliver is now a young man of twenty-three, whose blonde hair is constantly made lighter by the sun. Oliver comes off as a bit awkward to those who first meet him: his clothes, while casually tasteful, always fit a little too big, and he seems to hold himself in a perpetual hunch to keep his height from being noticed. When he smiles, though, he does so with a natural charm that disarms and entices. Oliver's thin face is balanced by the wire-frame glasses he wears, and he's often seen pushing his glasses back up the bridge of his nose.

Storytelling Hints: No one in the Consilium, including Oliver, knows why the Hierarch chose such a young mage to act as her proxy. The truth is that Margaret only took interest in Oliver because of the unexpected attraction she felt, but soon realized that being able to mold and shape such a new face in society would suit her well. She does what she can to make sure that he's often in a position where he can influence his newer peers, hoping that her influence will spread without her having to directly involve herself in its progress. The challenge, of course, is that while the Ecstatic is more than willing to engage with other people, he has no experience with it, and isn't very good at socializing with his peers yet. Rumor has it that Margaret has an ongoing arrangement with a Mastigos that enhances Oliver's social skills before he attends an important meeting.



Evelynn, a Woman of Many Names

A character sheet has not been included for Evelynn in the Character Records section of this book; her full powers and capabilities is beyond the scope of this book, but treat her as a mage who treats all ten Arcana as ruling, and can always use all ten Arcana in Mage Sight without cost. She will always win a clash-of-wills with lesser beings, and her spells cannot be countered or dispelled.

Shadow Name: Masquerade

Virtue: Empathetic. Evelynn has spent long enough among mortal beings to relate to and emulate their emotions. She believes this is what makes her different from not only the Exarchs, but the Ochemata they send after her.

Vice: Impulsive. Evelynn is passionate and heated, and more often than not can be provoked into rash actions.

Description: Evelynn is a fairly young-looking woman, no older than her mid-twenties. Her hair is long, blonde, and often braided along one side of her head. Evelynn has clear blue eyes, the color of which resembles the first clear sky following a thunderstorm. She would almost blend in, if it weren't for something almost ethereal about her subtle beauty.

Storytelling Hints: Evelynn isn't a callous woman, but she is a resolved one. The player characters will likely approach her at some point in the story, and while she'll never outrightly lie to them, she'll keep as much information from them as possible while also telling them enough to satisfy their curiosity. She goes by many different versions of her name, which has more to do with wanting to remain an individual and less to do with trying to confuse anyone or make anyone lose her trail.

Evelynn is specifically looking for nine new Awakened, and not ten - or eleven, if one believes the rumors of The Gate's existence. She believes that anyone that might find out about her plan might wave it off as another Seer trying to earn favor with their Exarch - in this case, The Eye. Evelynn even hopes that The Eye, silently satisfied with Eve's plan, will offer aid when and where appropriate.

Evelynn doesn't want the doll moved from the antique shop, but now that all nine replacements are Awakened, she isn't as set on keeping the doll where it is, either. She'll even go so far as to help the characters retrieve the doll, as long as they promise to return the doll to her instead of taking it to the Consilium. The doll is, after all, formed in the likeness of her former lover.

Most importantly, Evelynn wants to be found by this group of Awakened. She wants them to learn about the doll and their destinies, because they'll never be able to pursue them, otherwise. She believes that the fact that



all nine of them Awakened has something to do with the success of her plan, and she's willing to let the player characters not only find her, but find the window doll that started them on this adventure.

The Previous Masses

The player characters are part of the third mass Awakening that Silver Springs has encountered in the past year. Of those previously affected by the catalyst that is the window doll, only half of them managed to succeed in their Awakening to become part of mage society. Player characters might have

contact with any of these characters, depending on their Order or Path. If the group encounters any of these characters, they all have the same story: they met a woman named Evelynn (or one of her variants), went shopping in the historic part of the city, and then Awakened shortly after.

Minnie Lyons

Minnie was one of the first Sleepers to encounter the window doll, and the first of her specific group of potential Enlightened to succeed with her Awakening. Minnie is now a Thyrsus within the Free Council, working within local wiccan covens to bring enlightenment to Sleepers through classic occult rituals. When she isn't working with the local pagans, she can be found camping in the woods, dancing around the campfire with the spirits surrounding her.

Jason Beck

Jason followed Minnie in successfully Awakening, and is closer to her than other members of the Consilium based on the fact that they were apprentices together. After Awakening to Arcadia, the Acanthus joined the Silver Ladder in hopes of finding others that deserved enlightenment. He's grateful for whatever catalyst caused his Awakening, but agrees that it should likely be better controlled.

Erika Moss

Erika was the penultimate Sleeper to Awaken from the first group of mass Enlightened, and often feels as though she suffers a sort of middle child syndrome because of it. She joined the Adamantine Arrow in hopes of making a name for herself on the battlefield, using her talents as a Moros to effectively deal with their foes.

Simon Harrington

Simon was the last of the first group of Sleepers to Awaken, something that had once given him a special status, until the second group of Sleepers began to Awaken. Feeling slightly bitter, the Mastigos chose to join the Guardians of the Veil, selfishly hoping that doing so would keep less people from Awakening in the future.

Tamara Grant

Tamara was the first Sleeper from the second group to Awaken en masse, and she quickly adopted a motherly attitude towards those who came after her. The Obrimos now works with the Mysterium, hoping to find the city's greatest Mysteries and record their accumulated knowledge with like minds.

Peter Overright

Peter resents being babied by Tamara, since he's seven years older than her, but he's grateful to have someone to look to when he fears he's about to make a mistake. The Obrimos spends his days working with the Free Council, coding games and apps he hopes will spark something within Sleepers that brings them closer to enlightenment.

Danielle Pittman

Before she Awakened, Danielle had been on track to being scouted for the local professional football team as a cheerleader. The fact that she Awakened as a Moros didn't fit well with her life plans, which she had to reconsider after Awakening. She now spends her days with the Mysterium, trying to make up for knowledge she lost while practicing her dance routines.

Joshua Montgomery

When Joshua Awakened as a Thyrsus, something just felt right. He adored both Tamara and Peter, felt a sort of brotherly protectiveness towards Danielle, and for once in his life, he didn't mind that he felt so out of his element. He now works with the Silver Ladder, trying to orchestrate Awakenings in a way that doesn't completely go against the Lex Magica.

Jessiey Alexander

As the last to Awaken from the second group of Sleepers, Jessiey is still fairly new to mage society herself. Outgoing and bright, the woman is having no trouble making friends, but because she fits in everywhere, she isn't sure she fits in anywhere. Of all of the mages to Awaken because of the window doll, Jessiey is the only one that hasn't joined an Order at the start of this adventure.

Followers of the Other Exarchs

These mages, Seers of the Throne all, have been tasked with stopping the player characters from interfering with the window doll at all, for fear that doing so may lead to more Awakenings than have already happened. A sample character sheet can be found within the Character Records section.

Scenes

The scenes in Fragile Glass are more linear than they aren't, and player characters will likely move from one scene to the next in the order which they were intended. This flow chart should help you plan out the scenes, and when your players should encounter them.



THE PROVOSTS

MENTAL: • PHYSICAL: ~ SOCIAL: • • MAGIC: •

Overview

In this scene, the player characters will meet the Hierarch's two Provosts, and learn that they've been tasked with investigating their own Awakenings.

Description

The conference room is light and airy; three of the four walls are covered, floor-to-ceiling, in an ivy-like plant. The remaining wall is decorative glass, broken only where the door to and from the conference room breaks the glass bricks. A large maple table takes up most of the space, with five upholstered chairs on either side and three on either end. A handful of chairs are taken up by you and the others called here; sitting together at one end of the table are the Hierarch's two Provosts, Break and Hunter.

Storytelling Goals

In this scene, it is the Storyteller's goal to set the players on their path of investigating the Mystery that is their Awakening - more specifically, the catalyst behind it. Both Break and Hunter have the same knowledge, and so either can address or be addressed by the party for answers. The Provosts give the player characters a starting point, which is the fact that they all encountered something supernatural earlier in their lives, and for some reason or another have forgotten it. They also tell the group that former investigators have tried looking into the past of the newly Awakened, and have found that something is keeping them from seeing the month before any of them went through their Awakening. This is because Evelynn didn't want to be found until all nine replacements had been Awakened. Now that they have, she hopes the replacements will find her so that she can help them achieve their goals.

Character Goals

The player characters should leave this scene feeling as if they've learned everything they need to know in order to get started investigating this Mystery. What information the Provosts have is admittedly little, but it is the characters' if they want it.

Actions

Ask The Right Question

A Presence + Persuasion roll will soften the Provosts up enough to give them their own personal theories, if the group thinks that their theories will be of any help. Break recognizes the importance of their past brushes with the supernatural, but thinks that something more recent is the

reason they Awakened. She urges the party to retrace their steps in the days before their Awakening and find out what else they have in common with each other. Hunter will offer the use of a Consilium safe house for the group while they're investigating the Mystery. The Fast Talking merit would come in handy here.

Scan For Surface Information

Using spells such as Mental Scan or Telepathy might help the player characters gain extra insight into the Mystery that they find themselves investigating. Break believes that the catalyst is something that the characters encountered more recently, closer to their Awakening. Hunter believes that the characters must have something more in common with each other than just their similar experiences.

Consequences

The player characters are now able to move to a more comfortable and secure location to continue investigating what their pasts have in common.



GETTING TO KNOW YOU

MENTAL: • • PHYSICAL: ~ SOCIAL: • • MAGIC: •

Overview

In this scene, player characters settle into their temporary lodging, and begin discussing the similarities their history has with those of the other player characters. They discover not only a location in common, but a person, as well.

Description

The main area of the temporary safe house is eclectic, and is as bright and airy as the conference room in which the group met the provosts. The walls are a crisp white, but green plants in brightly colored pots decorate the room with color. A teal, L-shaped couch separates the living room from the entry way, and across from it hangs a bench swing, large and sturdy enough for two people at a time.

Storytelling Goals

The main goal of this scene is for the players to discover what it is that they share in common: Evelynn, and the antique shop she took them all to or past. Place an object near the group that reminds one of the player characters about the trip they took to the antique shop; this is likely to get the group talking about the trips they all took, and who they took them with.

Character Goals

The player character should be working on getting to know one another in whatever way works for them. Hopefully, they have the other characters' permission before using

magic on them - Passive Mage Sight is a bitch when you're trying to work subtly in a group of mages.

Actions

To Be or Not To Be?

Forthcoming, that is - all of the characters are going to be trying to learn as much about the others as possible, all while, presumably, trying to protect their own secrets as much as possible. Player characters are free to offer up whatever information they want in an attempt to keep anyone from digging too deep, but that isn't going to stop anyone from trying to determine whether they're getting the whole version of the truth (a Wits + Empathy vs. the liar's Manipulation + Subterfuge).

Of course, player characters are mages, and have a wide array of tools at their disposal when it comes to trying to determine what someone might be keeping from them. Be warned, though, that anyone using magic on anyone else without their permission is not likely to be trusted by the rest of the group.

Consequences

Once the group has figured out that they all share both Evelynn and the antique shop in common, they'll likely decide to either try finding Evelynn in order to confront her, or to go to the antique shop to investigate on their own.



ALL ABOUT EVE

MENTAL: • • • PHYSICAL: ~ SOCIAL: • MAGIC: • •

Overview

In this scene, the player characters will have to come up with a way to track Evelyn down. The woman isn't answering anyone's phone calls, so the player characters will have to get creative.

Description

If the player characters are still operating from the safe house, then the description of the area doesn't change. If the group is trying to track Evelyn from a public place - say, the antique shop, then that description should be used here instead.

If the player characters have gone to Evelyn's apartment:

The apartment is unlocked, and upon entering it, the silence that greets you indicates that the apartment is empty. Evelyn's apartment is tasteful and modern, with white walls and sharp furniture in shades of gray and black. There are bookshelves built into the walls of the living room, though there are more knickknacks on the shelves than there are books. The room is (either) too hot or too cold (depending on the time of year), indicating that Evelyn hasn't been in the apartment in at least a day or too.

Storytelling Goals

The storyteller's goal for this scene is to provide the players with the evidence of Evelyn's whereabouts. This can be done through Evelyn's computer, which is password protected, or through the use of magic, using what they find in the apartment for material sympathy.

Character Goals

The player characters need to find where Evelyn is, if they hope to talk to her. She's staying in a hotel nearby, which the group can find on her computer or through Space or Fate magic.

Actions

Investigative Magic

With access to things like Evelyn's hair or toothbrush, the players characters might try to use material sympathy to find Evelyn, despite the warnings from the Provosts that such things have been known to fail before. Evelyn wants this group of Awakened to find her, however, and will always choose to let herself be tracked through magic, now that all nine replacements have Awakened.

Unlocking the Computer

Assuming that the characters don't have a mage among them that can make machines act according to their functions, then they can attempt to guess Evelyn's password in order to search her computer (Wits + Computer). They'll find confirmation of her hotel reservation in Evelyn's email.

What about the other Exarchs?

Evelyn can easily keep herself hidden from anyone who hasn't ascended into archmastery - which is a large majority of the Awakened population. If the Exarchs wanted to find Evelyn, they likely could. They are likely certain, however, that her plan is doomed to fail, and have likely chosen not to expend resources stopping the plan before it fails on its own. That, or her plan is quite possibly beneath their notice entirely.

Consequences

The player characters are now able to move to a more comfortable and secure location to continue investigating what their pasts have in common.

A RENDEZVOUS WITH EVE

MENTAL: • PHYSICAL: ~ SOCIAL: • • • MAGIC: •

Overview

After the characters find where Evelynnn is staying, they can track her to the hotel nearby. Evelynnn can be found in the lounge just inside of the door, making it easier on the player characters to find her.

Description

The hotel lounge is decorated with dark, rich colors; the floors and bar are both made of a dark redwood, and the room is accented with cream-colored chairs, hanging crystal lights, and glass shelving. Music plays softly through speakers hidden in the ceiling, and conversations float into one another, mixing and mingling as the player characters enter the space.

Evelynnn is hardly recognizable, dressed to the nines to match the atmosphere of the lounge, but there she sits at a table, alone except for the glass in her hand.

Storyteller Goals

Evelynnn doesn't want the doll to be lost to the Consilium, and is willing to tell the group what they want to know about it, except for how to destroy it. At this point, Evelynnn isn't sure it can be destroyed. She is willing to take the doll away from the public eye once the characters are done studying it, though.

Character Goals

The player characters should be able to convince Evelynnn to tell them what she knows, or find the information out another way. This could prove risky, though, if Evelynnn discovers that the group is using magic on her and not among or on each other.

Actions

Build Me Up, Buttercup

Above all, Evelynnn is a heartbroken woman who feels scorned by the very being that made her. She isn't evil, and she isn't particularly interested in stopping the characters from moving the doll, so long as she gets it back. The group can persuade Evelynnn to help them get the doll back and understand what it does (Manipulation + Subterfuge if they don't intend to give her the doll back, Presence + Persuasion if they do), in which case Evelynnn will give them a summarized version of what they might learn while scrutinizing the Mystery.

Consequences

Once the group has figured out that they all share both Evelynnn and the antique shop in common, they'll likely decide to either try finding Evelynnn in order to confront her, or to go to the antique shop to investigate on their own.

INTERFERENCE

MENTAL: • PHYSICAL: • SOCIAL: • MAGIC: • • •

Overview

The other Exarchs have begun to catch on to what Evelynn has planned for them, and send their followers

Description

The two men standing before you are completely unfamiliar, but they look at you with such hatred that it's hard to believe you've never met them before. Their hands are already moving to form mudras, their lips parting to intone in High Speech, and they approach from the shadows of a nearby alley so seamlessly you almost don't see them. Everything around you is silent and calm.

Until it isn't.

Your peripheral mage sight alerts you to the fact that someone around you is using magic, and the confused looks on your group's face makes you realize that it isn't one of you casting magic. The others tense, and prepare to fight or flee.

Storytelling Goals

The cultists are willing to fight to their death to keep the player characters from interfering further with the window doll. They are, after all, tasked with keeping the group away from the antique shop through whatever means necessary.

Character Goals

The player characters need to defeat the two cultists that have come to keep them away from the window doll. Most characters will have a problem killing the other mages, even if their lives do quite literally depend on it, and can try to incapacitate the cultists using other means, such as Mind or Life magic to rob someone of their consciousness or functionality.

Actions

Fight!

There are several different ways that the player characters could choose to approach this encounter. They could try to fight like normal people do - with their fists - using normal combat rules. They could use Mind or Life magic to incapacitate their enemies, or use Forces to make themselves invisible and get away until they can get someone in the Consilium to help deal with the cultists on their behalf (at least one member of the group needs to have one dot or higher of the Status merit for their Order in order for the Consilium to agree to this request).

Consequences

After the characters defeat the cultists sent to deter them, they can proceed to investigate the window doll at the antique shop.

GOLDEN ERA ANTIQUES

MENTAL: • PHYSICAL: ~ SOCIAL: • MAGIC: • • •

Overview

This is where the window doll is being housed. Now that the group is at the antique shop, they can study the window doll in order to reveal its Mystery.

Description

Housed within what was most likely once a townhome, the store is recognizable by only two things: the large, golden letters spelling out 'ANTIQUES' above the door, and an old Victorian porcelain doll sitting on a stool in the bay window facing the street. The doll seems to stare at anyone that passes by, and when you come face-to-face with it, an eerie sense of familiarity sends a shiver down your spine.

According to Evelynnn, this is the place.

This is the doll.

Storytelling Goals

The main goal of this scene is for the players to discover what it is that they share in common: Evelynnn, and the antique shop she took them all to or past. Place an object near the group that reminds one of the player characters about the trip they took to the antique shop; this is likely to get the group talking about the trips they all took, and who they took them with.

Character Goals

The player characters have found the catalyst for their Awakenings, and now must not only decipher its Mystery, but decide what to do with the doll once their curiosity is satisfied.

If Evelynnn told the group about the doll, then they already know what it is they're looking for. If Evelynnn wasn't specific, or the group didn't stop to talk to her before going to Golden Era Antiques, then they'll have to use Prime or Fate Active Mage Sight in order to find the doll.

Actions

Scrutinize

Now that the characters have found the doll responsible for triggering their Awakening, they're going to want to Scrutinize the Mystery using the rules found in Mage: the Awakening and Signs of Sorcery. The information to be revealed can be found above in the Background section of this book.

Consequences

After the Mystery is solved and the doll has been scrutinized to its full extent, the player characters must decide what they want to do with the doll. Destroying it could have unforeseen and unintended consequences, but so could turning the doll over to the Consilium, if the players decide to ignore how attached Evelynnn is to the doll.

Aftermath

Once the group has solved the Mystery of the window doll, they'll need to decide what to do with it and the information they learned while studying it.

If the group gives Evelynn the doll, she'll invite them to join the Seers of the Throne and live up to their true potential. She'll offer to train them and help them prepare to ascend to their thrones, when the time comes. Whether the players decide to defect to the Seers is up to them, but doing so will change the story that follows, assuming that you as the storyteller intend to continue it.

If the group gives the doll to the Consilium, Evelynn will do everything in her power to send the Seers of the Throne after the Pentacle until she gets the dolls back. She will make it her personal goal to force a surrender from the player characters, who Evelynn feels betrayed her after learning how much the doll meant to her.

If the group tells the Consilium what they've learned about their destinies, the Hierarch and the Interfactor will suggest that the player characters pretend to join the Seers of the Throne in order to learn more about the Exarchs, their plans, and to hopefully help dismantle them from the inside. The Consilium will even offer the doll to the group so that they can trade it to Evelynn to get within her good graces, so long as the player characters haven't already burned the bridge that tied them to Evelynn. If the players decide to follow this plan, then their story can be continued in the next storytelling adventure system, Banishing Hope.

If the group decides to destroy the doll, nothing immediate happens, but nothing changes, either. Their destinies still remain the same, and they still find themselves targets of cultists whose Exarchs aren't keen on being replaced. They will, however, return to the antique shop to find that a new doll has taken the place of the old one, resembling Evelynn herself this time instead of Evelynn's lover.

MAGE

THE AWAKENING

SECOND EDITION

Shadow Name: Break

Player: Storyteller Character

Chronicle: Fragile Glass

Virtue: Attentive

Vice: Secretive

Concept: The First Provost

Path: Acanthus

Order: Adamantine Arrow

Legacy:

ATTRIBUTES

Power	Intelligence	●●●○○	Strength	●○○○○	Presence	●●○○○
Finesse	Wits	●●●○○	Dexterity	●●●○○	Manipulation	●●●○○
Resistance	Resolve	●●○○○	Stamina	●●○○○	Composure	●●●○○

SKILLS

MENTAL

Rote Skill

(-3 unskilled)

<input type="checkbox"/> Academics	State Law	●●○○○
<input type="checkbox"/> Computer		●○○○○
<input type="checkbox"/> Crafts		○○○○○
<input type="checkbox"/> Investigation		●●○○○
<input checked="" type="checkbox"/> Medicine		○○○○○
<input type="checkbox"/> Occult		●●●○○
<input type="checkbox"/> Politics	Bureaucracy	●●●○○
<input type="checkbox"/> Science		○○○○○

PHYSICAL

Rote Skill

(-1 unskilled)

<input checked="" type="checkbox"/> Athletics		○○○○○
<input type="checkbox"/> Brawl		○○○○○
<input type="checkbox"/> Drive		○○○○○
<input type="checkbox"/> Firearms		●●○○○
<input type="checkbox"/> Larceny		●○○○○
<input type="checkbox"/> Stealth		●●○○○
<input type="checkbox"/> Survival		○○○○○
<input type="checkbox"/> Weaponry		○○○○○

SOCIAL

Rote Skill

(-1 unskilled)

<input type="checkbox"/> Animal Ken		○○○○○
<input type="checkbox"/> Empathy		●●○○○
<input type="checkbox"/> Expression		○○○○○
<input checked="" type="checkbox"/> Intimidation	Subtle Threats	●●○○○
<input type="checkbox"/> Persuasion		●●●○○
<input type="checkbox"/> Socialize		○○○○○
<input type="checkbox"/> Streetwise		○○○○○
<input type="checkbox"/> Subterfuge		○○○○○

ARCANA

Death	○○○○○
Fate	●●●○○
Forces	○○○○○
Life	○○○○○
Matter	○○○○○
Mind	●●○○○
Prime	○○○○○
Spirit	●●○○○
Space	○○○○○
Time	●●●○○

MERITS

High Speech	●○○○○
Status (Consilium)	●●●○○
Status (Adamantine Arrow)	●●●○○
Fast Spells	●●○○○
Infamous Mentor (Omni)	●●●○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Size:	5
Speed:	9
Defense:	3
Armor:	
Initiative Mod:	6
Beats:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Experience:	
Arcane Beats:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arcane Experiences:	

HEALTH

●●●●●●●●●●●●●●
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WILLPOWER

●●●●●●●●●●
<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

GNOSIS

●●●●●●●●●●

MANA

<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WISDOM

●●●●●●●●●●

CONDITIONS

ASPIRATIONS

Fill the group in on their task

OBSESSIONS

The Mass Awakening

MAGE

THE AWAKENING

SECOND EDITION

ACTIVE SPELLS

Max = Gnosis

YANTRAS

Environment (+2/+3)
High Speech / Runes (+2)
Concentration (+2), Sympathy (+1/+2)
Magical Tools (+1)

MAGICAL TOOLS

Asilver dollar coin, a silver shot glass, a silver compact mirror, a reusable glowstick

Dedicated: A switchblade with an intricately designed silver handle

PRAXES

Reading the Outmost Eddies
Oaths Fulfilled
Green Light / Red Light
Know Spirit

INURED SPELLS

ROTES

Arcanum	Level	Spell	Creator	Rote Skill
Fate	2	Fools Rush In	Adamantine Arrow	Athletics
Time	3	Acceleration	Adamantine Arrow	Stealth
Spirit	2	Gossamer Touch	Adamantine Arrow	Intimidation

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana

COMBAT

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size

NIMBUS

Reality breaks around Break, with pieces of the Abyss showing through. People who think they catch a glimpse of the monstrous entities beyond lose themselves in the awe of it.

Resolve -1 | Composure -1

ARCANA ATTAINMENTS

Counterspell (Fate, Mind, Spirit, Time)
Conditional Duration
Mind's Eye
Spirit Eyes
Temporal Sympathy
Mage Armor (Fate, Mind, Spirit, Time)
Targeted Summoning (Fate, Time)
Unbound Fate
Time in a Bottle

LEGACY ATTAINMENTS

1st
2nd
3rd
4th
5th

Experience Chart:

Attributes: 4 • Skills: 2 • Skill Speciality: 1 • Merit: 1 • Arcanum(to limit): 4 • Arcanum(above limit): 5 • Gnosis: 5 • Rote: 1 • Praxis: 1 • Wisdom: 1 • Willpower: 2 • Legacy Attainments: 1

MAGE

THE AWAKENING

SECOND EDITION

Shadow Name: Hunter
Player: Storyteller Character
Chronicle: Fragile Glass

Virtue: Eager
Vice: Uncouth
Concept: The Second Provost

Path: Thyrsus
Order: Adamantine Arrow
Legacy:

ATTRIBUTES

Power	Intelligence	●●●○○	Strength	●●●○○	Presence	●●●○○
Finesse	Wits	●●●○○	Dexterity	●●●○○	Manipulation	●○○○○
Resistance	Resolve	●●●○○	Stamina	●●●○○	Composure	●●○○○

SKILLS

MENTAL

Rote Skill
(3 unskilled)

<input type="checkbox"/> Academics	○○○○○
<input type="checkbox"/> Computer	○○○○○
<input type="checkbox"/> Crafts	●○○○○
<input type="checkbox"/> Investigation	○○○○○
<input checked="" type="checkbox"/> Medicine	●●○○○
<input type="checkbox"/> Occult	○○○○○
<input type="checkbox"/> Politics	●○○○○
<input type="checkbox"/> Science	○○○○○

PHYSICAL

Rote Skill
(1 unskilled)

<input checked="" type="checkbox"/> Athletics	●●●○○
<input type="checkbox"/> Brawl	●○○○○
<input type="checkbox"/> Drive	○○○○○
<input type="checkbox"/> Firearms	○○○○○
<input type="checkbox"/> Larceny	○○○○○
<input type="checkbox"/> Stealth	●●○○○
<input type="checkbox"/> Survival <small>Tracking, Scavenging</small>	●●●○○
<input type="checkbox"/> Weaponry <small>Knives</small>	●●○○○

SOCIAL

Rote Skill
(1 unskilled)

<input type="checkbox"/> Animal Ken	●●●○○
<input type="checkbox"/> Empathy	○○○○○
<input type="checkbox"/> Expression	○○○○○
<input checked="" type="checkbox"/> Intimidation	●○○○○
<input type="checkbox"/> Persuasion	○○○○○
<input type="checkbox"/> Socialize	○○○○○
<input type="checkbox"/> Streetwise	○○○○○
<input type="checkbox"/> Subterfuge	○○○○○

ARCANA

Death	●●○○○
Fate	○○○○○
Forces	○○○○○
Life	●●●○○
Matter	○○○○○
Mind	○○○○○
Prime	○○○○○
Spirit	●●○○○
Space	○○○○○
Time	○○○○○

MERITS

High Speech	●●○○○
Status (Consilium)	●●○○○
Status (Adamantine Arrow)	●●○○○
Holistic Awareness	●○○○○
Iron Stamina	●●○○○
Infamous Mentor (Omni)	●●●●●
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Size:	5
Speed:	11
Defense:	5
Armor:	
Initiative Mod:	5
Beats:	□ □ □ □ □
Experience:	
Arcane Beats:	□ □ □ □ □
Arcane Experiences:	

HEALTH

●●●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●○○○○○○○
■ ■ ■ ■ □ □ □ □ □

GNOSIS

●●○○○○○○○○○

MANA

■ ■ ■ ■ ■ ■ ■ ■ ■ ■
■ □ □ □ □ □ □ □ □ □

WISDOM

●●●●●●●●○○○

CONDITIONS

ASPIRATIONS

Tell the group about their task

OBSESSIONS

The Mass Awakenings

MAGE

THE AWAKENING

SECOND EDITION

ACTIVE SPELLS

Max = Gnosis

YANTRAS

Environment (+2/+3)

High Speech / Runes (+2)

Concentration (+2), Sympathy (+1/+2)

Magical Tools (+1)

MAGICAL TOOLS

A bow, a two-faced coin, a shard of a silver mirror, a silver chalice

Dedicated: A silver-headed arrow, used as a rod

PRAXES

Heightened Senses

Exorcist's Eye

INURED SPELLS

ROTES

Arcanum	Level	Spell	Creator	Rote Skill
Life	2	Lure and Repel	Adamantine Arrow	Animal Ken
Life	3	Honing the Form	Adamantine Arrow	Survival
Spirit	2	Command Spirit	Adamantine Arrow	Athletics

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana

COMBAT

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size

NIMBUS

When Hunter's Nimbus flares, people around him can hear the sounds of howling animals and snarling wildlife.

Composure -1

ARCANA ATTAINMENTS

Counterspell (Death, Life, Spirit)
Eye of the Dead
Improved Pattern Restoration
Spirit Eyes
Mage Armor (Death, Life, Spirit)
Targeted Summoning (Spirit)

LEGACY ATTAINMENTS

1st
2nd
3rd
4th
5th

MAGE

THE AWAKENING

SECOND EDITION

Shadow Name: Hollow
 Player: Storyteller Character
 Chronicle: Fragile Glass

Virtue: Devoted
 Vice: Impulsive
 Concept: The Nemesis

Path: Mastigos
 Order: Seers of Throne
 Legacy:

ATTRIBUTES

Power	Intelligence	●●●●●	Strength	●●●●●	Presence	●●●●●
Finesse	Wits	●●●●●	Dexterity	●●●●●	Manipulation	●●●●●
Resistance	Resolve	●●●●●	Stamina	●●●●●	Composure	●●●●●

SKILLS

MENTAL

Rote Skill

(-3 unskilled)

<input type="checkbox"/> Academics	●●●●●
<input type="checkbox"/> Computer	●●●●●
<input type="checkbox"/> Crafts	●●●●●
<input checked="" type="checkbox"/> Investigation	●●●●●
<input type="checkbox"/> Medicine	●●●●●
<input checked="" type="checkbox"/> Occult	●●●●●
<input type="checkbox"/> Politics Ministry leadership	●●●●●
<input type="checkbox"/> Science	●●●●●

PHYSICAL

Rote Skill

(-1 unskilled)

<input type="checkbox"/> Athletics	●●●●●
<input type="checkbox"/> Brawl	●●●●●
<input type="checkbox"/> Drive	●●●●●
<input type="checkbox"/> Firearms	●●●●●
<input type="checkbox"/> Larceny	●●●●●
<input type="checkbox"/> Stealth	●●●●●
<input type="checkbox"/> Survival	●●●●●
<input type="checkbox"/> Weaponry	●●●●●

SOCIAL

Rote Skill

(-1 unskilled)

<input type="checkbox"/> Animal Ken	●●●●●
<input type="checkbox"/> Empathy	●●●●●
<input type="checkbox"/> Expression	●●●●●
<input type="checkbox"/> Intimidation Cold Glare	●●●●●
<input checked="" type="checkbox"/> Persuasion Fast Talk	●●●●●
<input type="checkbox"/> Socialize	●●●●●
<input type="checkbox"/> Streetwise	●●●●●
<input type="checkbox"/> Subterfuge	●●●●●

ARCANA

Death	●●●●●
Fate	●●●●●
Forces	●●●●●
Life	●●●●●
Matter	●●●●●
Mind	●●●●●
Prime	●●●●●
Spirit	●●●●●
Space	●●●●●
Time	●●●●●

MERITS

Fast-Talking	●●●●●
Status (Seers of the Throne)	●●●●●
Safe Place	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●
	●●●●●

Size: 5
Speed: 11
Defense: 3
Arcane Mod: 5
Beats: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Experience: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arcane Beats: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arcane Experiences: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

HEALTH

●●●●●●●●●●●●●●
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WILLPOWER

●●●●●●●●●●●●
<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

GNOSIS

●●●●●●●●●●●●

MANA

<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WISDOM

●●●●●●●●●●●●

CONDITIONS

ASPIRATIONS

Stop the Pentacle from getting the doll

OBSESSIONS

The Window Doll

Aspirations 3 • Obsessions - 1 at Gnosis 1 or 2, 2 at Gnosis 3 • Attributes 5/4/3 (+1 dot in any Resistance Attribute) • Skills 11/7/4 (+1 dot of Occult if in an Order) (+3 Specialties)
 Arcana - 6 dots, none over 3, at least 1 dot in each Ruling Arcanum, none in Inferior Arcanum • Praxes - 1 per dot of Gnosis • Rotes 3 • Merits 10 • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7
 Starting Gnosis = 1 • Starting Mana = Full as per Gnosis

MAGE

THE AWAKENING

SECOND EDITION

ACTIVE SPELLS

Max = Gnosis

YANTRAS

Environment (+2/+3)
High Speech / Runes (+2)
Concentration (+2), Sympathy (+1/+2)
Magical Tools (+1)

MAGICAL TOOLS

Dedicated: A polished brass plate

PRAXES

Mental Scan
Know Nature
The Outward and Inward Eye

INURED SPELLS

ROTES

Arcanum	Level	Spell	Creator	Rote Skill
Mind	2	Psychic Domination	Seers	Intimidation
Mind	2	Telepathy	Seers	Empathy
Space	3	Co-Location	Seers	Athletics

ENCHANTED ITEMS

Type	Power	Dice Pool	Mana

COMBAT

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size

NIMBUS

When Hollow's Nimbus flares, those immediately around him are disoriented, as if the world has suddenly turned upsidedown.

Composure -1

ARCANA ATTAINMENTS

Counterspell (Mind, Space, Time)
Mind's Eye, Sympathetic Range
Mage Armor (Mind, Space)
Targeted Summoning (Space)

LEGACY ATTAINMENTS

1st
2nd
3rd
4th
5th

FRAGILE GLASS

"We've been doing our best to figure out why so many Sleepers are Awakening, but I think we're starting to run out of time. People start asking questions when their best friend suddenly takes off into the woods, screaming about the Truth and the Lie. The Mastigos have had an easy enough time tracking witnesses down and making sure they haven't drawn any unfortunate conclusions, but it's only a matter of time until someone slips through.

All we know is that none of the newly Awakened share anything in common, except for the handful more similar in age than the others. They don't live in the same neighborhoods, they don't go to the same schools, they don't even shop at the same stores. There's something familiar about the faces of the mages who recently Awakened, but I can't for the life of me remember why. "

- Heka, Obrimos Guardian of the Twilight Flame
Cabal

MAGE
THE AWAKENING

